

Proposed Draft Amendment

U.S. Patent Application No. 09/577,487

Claim 14. (currently amended): An article, comprising:

at least one sequence of ~~machine~~ processor-executable instructions;
a computer-readable medium bearing the processor-executable instructions wherein execution of the instructions by one or more processors causes the one or more processors to:

extract a first individual frame and a second individual frame of imagery from a series of video frames;

detect[ing] edges in the first individual frame and the second individual frame;

follow[ing] adjacent on pixels until an off pixel is detected;

count[ing] a number of on pixels and if above a preset threshold, designate as a structure;

repeat said ~~searching~~ detect, said follow[ing], and said count[ing] ~~steps~~ instructions until the entire image is structure detected;

~~determining~~ determine regions of interest in the first individual frame and the second individual frame based on the detected edges;

identify commonality from the first individual frame to the second individual frame, including correlating determined regions of interest between the two individual frames by comparing each region of interest in the first individual frame to a region of interest in the second individual frame; and

overlap[ping] the individual frames based on the commonality identified from the first individual frame to the second individual frame and display[ing] an image representing a continuous area .

The Examiner is invited to telephone the undersigned, Applicant's attorney of record, to facilitate advancement of the present application.

Respectfully submitted,

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/Proposed Amendment/

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13. (currently amended): A computer architecture, comprising:

extracting means for extracting a first individual frame and a second individual frame of imagery from a series of video frames;

detecting means for detecting edges in the first individual frame and the second individual frame;

means for following adjacent on pixels until an off pixel is detected;

means for counting a number of on pixels and if above a preset threshold, designate as a structure;

means for repeating said searching , said following , and said counting steps until entire image is structure detected ;

determining means for determining regions of interest in the first individual frame and the second individual frame based on the detected edges detected by the detecting means;

identifying means for identifying commonality from the first individual frame to the second individual frame, including correlating determined regions of interest between the two individual frames by comparing each region of interest in the first individual frame to a region of interest in the second individual frame; and

overlapping means for overlapping the individual frames based on the commonality identified by the identifying means from the first individual frame to the second individual frame and displaying an image representing a continuous area .

16. (new): The computer architecture of claim 13, comprising compensating means for compensating for platform/camera motion.

17.(new): The computer architecture of claim 13, comprising storing means for storing the location of on pixels within each designated structure.

18. (new): The computer architecture of claim 17, comprising means for changing value of pixels within a designated structure to avoid use in future structures.

19. (new): The computer architecture of claim 13, comprising correlating means for correlating regions of interest by comparing each region of interest to each other region of interest.

20. (new): The article of claim 14, further comprising instructions causing the one or more processors to compensate for platform/camera motion.

21. (new): The article of claim 14, further comprising instructions causing the one or more processors to store the location of on pixels within each designated structure.

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Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1-6 (canceled).

7. (previously presented): The method of claim 8, comprising compensating for platform/camera motion.

8. (previously presented): A computer-implemented method of creating a video mosaic, comprising:

extracting a first individual frame and a second individual frame of imagery from a series of video frames;

detecting edges in the first individual frame and the second individual frame;

following adjacent on pixels until an off pixel is detected;

counting a number of on pixels and if above a preset threshold, designate as a structure;

repeat said searching, said following, and said counting steps until entire frame is structure detected;

determining regions of interest in the first individual frame and the second individual frame based on the detected edges;

identifying commonality from the first individual frame to the second individual frame, including correlating determined regions of interest between the two individual frames by comparing each region of interest in the first individual frame to a region of interest in the second individual frame; and

overlapping the individual frames based on the commonality identified from the first individual frame to the second individual frame and displaying an image representing a continuous area.

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9. (previously presented): The method of claim 8, comprising storing the location of on pixels within each designated structure.

10. (original): The method of claim 9, comprising changing value of pixels within a designated structure to avoid use in future structures.

11. (previously presented): The method of claim 8, comprising correlating regions of interest by comparing each region of interest to each other region of interest.

12. (canceled).

13. (currently amended): A computer architecture, comprising:

extracting means for extracting a first individual frame and a second individual frame of imagery from a series of video frames;

detecting means for detecting edges in the first individual frame and the second individual frame;

means for following adjacent on pixels until an off pixel is detected;

means for counting a number of on pixels and if above a preset threshold, designate as a structure;

means for repeating said searching, said following, and said counting steps until entire image is structure detected;

determining means for determining regions of interest in the first individual frame and the second individual frame based on the detected edges detected by the detecting means;

identifying means for identifying commonality from the first individual frame to the second individual frame, including correlating determined regions of interest between the two individual frames by comparing each region of interest in the first individual frame to a region of interest in the second individual frame; and

overlapping means for overlapping the individual frames based on the commonality identified by the identifying means from the first individual frame to the second individual frame and displaying an image representing a continuous area.

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14. (previously presented): An article, comprising:

- at least one sequence of machine executable instructions;
- a medium bearing the executable instructions wherein execution of the instructions by one or more processors causes the one or more processors to:
 - extract a first individual frame and a second individual frame of imagery from a series of video frames;
 - detecting edges in the first individual frame and the second individual frame;
 - following adjacent on pixels until an off pixel is detected;
 - counting a number of on pixels and if above a preset threshold, designate as a structure;
 - repeat said searching , said following , and said counting steps until entire image is structure detected;
 - determining regions of interest in the first individual frame and the second individual frame based on the detected edges;
 - identify commonality from the first individual frame to the second individual frame, including correlating determined regions of interest between the two individual frames by comparing each region of interest in the first individual frame to a region of interest in the second individual frame; and
 - overlapping the individual frames based on the commonality identified from the first individual frame to the second individual frame and displaying an image representing a continuous area .

15. (previously presented): A computer system, comprising:

- a processor; and
- a memory coupled to said processor, the memory having stored therein sequences of instructions, which, when executed by said processor, causes said processor to perform the steps of:
 - extracting a first individual frame and a second individual frame [of] from a series of video frames;
 - detecting edges in the first individual frame and the second individual frame;

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following adjacent on pixels until an off pixel is detected;

counting a number of on pixels and if above a preset threshold, designate as a structure;

repeat said searching, said following, and said counting steps until entire image is structure detected;

determining regions of interest in the first individual frame and the second individual frame based on the detected edges;

identifying commonality from the first individual frame to the second individual frame, including correlating determined regions of interest between the two individual frames by comparing each region of interest in the first individual frame to a region of interest in the second individual frame;

overlapping the individual frames based on the commonality identified from the first individual frame to the second individual frame and displaying an image representing a continuous area.

16. (new): The computer architecture of claim 13, comprising compensating means for compensating for platform/camera motion.

17.(new): The computer architecture of claim 13, comprising storing means for storing the location of on pixels within each designated structure.

18. (new): The computer architecture of claim 17, comprising means for changing value of pixels within a designated structure to avoid use in future structures.

19. (new): The computer architecture of claim 13, comprising correlating means for correlating regions of interest by comparing each region of interest to each other region of interest.

20. (new): The article of claim 14, further comprising instructions causing the one or more processors to compensate for platform/camera motion.

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21. (new): The article of claim 14, further comprising instructions causing the one or more processors to store the location of on pixels within each designated structure.

22. (new): The article of claim 21, further comprising instructions causing the one or more processors to change the value of pixels within a designated structure to avoid use in future structures.

23. (new): The article of claim 14, further comprising instructions causing the one or more processors to correlate regions of interest by comparing each region of interest to each other region of interest.

24. (new): The computer system of claim 15, further comprising instructions causing the one or more processors to compensate for platform/camera motion.

25. (new): The computer system of claim 15, further comprising instructions causing the one or more processors to store the location of on pixels within each designated structure.

26. (new): The computer system of claim 25, further comprising instructions causing the one or more processors to change the value of pixels within a designated structure to avoid use in future structures.

27. (new): The computer system of claim 15, further comprising instructions causing the one or more processors to correlate regions of interest by comparing each region of interest to each other region of interest.

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